

NAME

IO::Socket::UNIX - Object interface for AF_UNIX domain sockets

SYNOPSIS

```
use IO::Socket::UNIX;

my $SOCK_PATH = "$ENV{HOME}/unix-domain-socket-test.sock";

# Server:
my $server = IO::Socket::UNIX->new(
    Type => SOCK_STREAM(),
    Local => $SOCK_PATH,
    Listen => 1,
);

my $count = 1;
while (my $conn = $server->accept()) {
    $conn->print("Hello " . ($count++) . "\n");
}

# Client:
my $client = IO::Socket::UNIX->new(
    Type => SOCK_STREAM(),
    Peer => $SOCK_PATH,
);

# Now read and write from $client
```

DESCRIPTION

IO::Socket::UNIX provides an object interface to creating and using sockets in the AF_UNIX domain. It is built upon the *IO::Socket* interface and inherits all the methods defined by *IO::Socket*.

CONSTRUCTOR

`new ( [ARGS] )`

Creates an *IO::Socket::UNIX* object, which is a reference to a newly created symbol (see the *Symbol* package). `new` optionally takes arguments, these arguments are in key-value pairs.

In addition to the key-value pairs accepted by *IO::Socket*, *IO::Socket::UNIX* provides.

Type	Type of socket (eg SOCK_STREAM or SOCK_DGRAM)
Local	Path to local fifo
Peer	Path to peer fifo
Listen	Queue size for listen

If the constructor is only passed a single argument, it is assumed to be a *Peer* specification.

If the *Listen* argument is given, but false, the queue size will be set to 5.

METHODS

`hostpath()`

Returns the pathname to the fifo at the local end

`peerpath()`

Returns the pathanme to the fifo at the peer end

SEE ALSO

Socket, IO::Socket

AUTHOR

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